

# Devil May Cry

THE  
BLOODY PALACE

THE ALPHA & THE OMEGA  
EXPANSION



CAPCOM

# CREDITS

## Devil May Cry™: The Bloody Palace

**Game Concept & Design**  
Mat Hart

**Lead Design**  
James Hewitt

**Additional Design**  
Sophie Williams

**Lead Development**  
Jamie Perkins

**Project Management**  
Edward Ball  
Matthew Elliott

**Lead Sculpting**  
Tom Lishman

**Additional Sculpting**  
Jamie Phipps  
David Whitaker

**Graphic Design & Layout**  
Tom Hutchings  
Abigail Thornton

**Editor**  
Darla Kennerud

**Playtesting**  
Samantha Laydon  
Dominic Westerland

**Special Thanks**  
Michele Pearce,  
Matthew Edwards,  
David Haddon, Brian  
Ayers, Nozoe Tarioku,  
and Matt Walker  
at Capcom

Claire and George  
Andrea, Katherine,  
and Tom

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## Steamforged Games Team

**Co-Founders**  
Mat Hart (CCO)  
Rich Loxam (CEO)

**Chairman**  
Simon Spalding

**Non-Executive  
Director**  
Ian Livingstone CBE

**Product Owner**  
Alex Hall

**Design & Writing**  
Sherwin Matthews

**Head of Product &  
Development**  
Emma Foster

**Development & QA**  
Richard August  
Jordan Connolly  
Bryce Johnston  
Samantha Laydon  
Steve Margetson  
Fraser McFetridge  
Jamie Perkins  
Dominic Westerland

**Sculpting & Art**  
Ben Charles  
Russ Charles  
Tom Lishman  
Doug Telford

**Graphic Design &  
Layout**  
Tom Hutchings  
Cristina Ruiz  
Abigail Thornton

**Production**  
Edward Ball  
Emma Benfield  
Ben Clapperton  
Matthew Elliott  
Charlotte Holland  
Louis Moore  
Aitch Parker  
Tom Rochford  
Paul Waters

**Finance & IT**  
John Ford  
Adam King  
Andy Mullington  
Vanessa O'Brien

**Marketing &  
Community  
Management**  
Derek Baker  
Charlotte Cloud  
Sean Dooley  
Jamie Giblin  
Chynna-Blue  
Haycastle  
Ronan Kelly

**Human Resources &  
Operations**  
Gareth Reid

**Fulfilment &  
Logistics**  
Mike Appleton  
David Fear  
Judy Guan  
John Hockey  
Lee Hughes  
Richard Jennings  
Steve Loxam  
Andy Lyon

**Head of Sales**  
Toby Davies

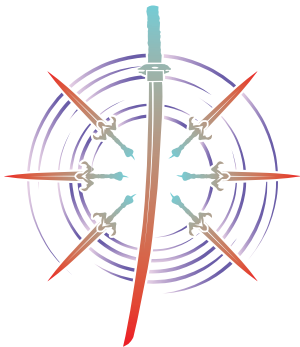
**Support & Sales**  
Alex Black  
Rachel Hall  
Firoz Rana  
Kieran Shiach  
Ben Taylor

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# COMPONENTS



30 Bloody Palace  
cards



4 Vortex tokens

6 Enemies:



1 Urizen  
1 Enemy card  
7 Behaviour cards





1 Vergil  
1 Enemy card  
1 Devil Trigger card  
6 Behaviour cards

1 Sin Devil Trigger Vergil  
1 Enemy card  
6 Behaviour cards



1 Chaos  
1 Enemy card  
6 Behaviour cards

2 Fury  
1 Enemy card  
6 Behaviour cards

# OVERVIEW

Welcome to the *Alpha and the Omega Expansion* for *Devil May Cry™: The Bloody Palace*.

This expansion introduces a selection of deadly enemies, including two Bosses: Urizen, the Nefarious Usurper, and Vergil, the Alpha and the Omega. In addition to Enemy cards and Behaviour cards for each enemy, the game also includes Bloody Palace cards, which are shuffled in with the ones from *Devil May Cry™: The Bloody Palace* to bring new challenges to each game session.

That's not all, though. This expansion also gives players the chance to try some alternative play modes. This ensures the players have a refreshing way to experience *Devil May Cry™: The Bloody Palace* in every game session.



# VERGIL

Vergil is the most iconic boss within *Devil May Cry™: The Bloody Palace*, and as such works a little differently to most Bosses.

When setting Vergil up, place the Behaviour card labelled 'Devil Trigger' next to Vergil's Enemy card. Vergil then acts like a regular Boss, using his Behaviour deck during the Enemy Phase.

When Vergil is reduced to 0 Vitality, instead of being slain, follow these steps:


1. The Hunter Phase ends.
2. Hunters within 3 hexes of Vergil are knocked back 3 hexes.
3. Remove the Vergil model from the board and replace it with the Sin Devil Trigger (SDT) Vergil model. The player with the First Player token chooses SDT Vergil's facing. The SDT Vergil model takes up 3 hexes; it must be placed so that 1 hex of its base is in the hex that Vergil's model previously occupied.
4. Replace Vergil's Enemy card and Behaviour deck with the SDT Vergil Enemy card and Behaviour deck.
5. Shuffle the SDT Vergil Behaviour deck.
6. Begin the Enemy Phase.
7. When SDT Vergil is reduced to 0 Vitality, SDT Vergil is slain and the stage ends.



# BLOODY PALACE CARDS

To use the new Bloody Palace cards, simply shuffle them in with their respective Bloody Palace card sets from *Devil May Cry™: The Bloody Palace*. This will add more variety to the stages and introduce additional options for the final stage's Boss.



Some of the new Bloody Palace cards feature enemies from the *Walking Arsenal Expansion* for *Devil May Cry™: The Bloody Palace*. If you do not own the *Walking Arsenal Expansion*, Bloody Palace cards marked with  on their card back should be removed from the deck before starting a game.



# ALTERNATIVE PLAY MODES

Try out some of our alternative play modes and give your experience a refreshing twist!

## BOSS RUSH MODE

Each player begins the game with 10 red orbs that can be spent on Upgrade cards before drawing a card from the Bloody Palace deck.

The Bloody Palace deck for this mode only contains Boss cards.

After defeating each Boss, each player gains 10 red orbs.

## DANTE MUST DIE MODE

Reduce the maximum Vitality of the Hunters to the following:

DANTE	3
NERO	3
V	2 (Shadow 2)
TRISH	3
LADY	3

## EXTENDED RUN MODE

Reduce the number of red orbs dropped by all enemies by 1 to a minimum of 1.

Complete a standard playthrough of *Devil May Cry™: The Bloody Palace*, selecting the Elder Geryon Knight as the Boss.

After defeating the Elder Geryon Knight, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Urizen as the next Boss.

After defeating Urizen, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Vergil as the next Boss to complete the game.

## ENHANCED CHALLENGE MODE

Enemies do not drop green orbs.

Whenever a Hunter makes an attack, after the attack has been resolved, the Hunter may move up to a number of hexes equal to the amount of damage caused by the attack.

## ENHANCED DEVIL TRIGGER MODE

**Requires the Devil Trigger Expansion**

Devil Trigger and Nightmare markers begin the game within the highest space on their gauges and will never deplete.

A Hunter may deactivate their Devil Trigger at the end of their turn. V may banish Nightmare at the end of his turn.



## HYPEREXTENDED RUN MODE

**Requires the Walking Arsenal Expansion**

Reduce the number of red orbs dropped by all enemies by 2 to a minimum of 1.

Complete a standard playthrough of *Devil May Cry™: The Bloody Palace*, selecting the Elder Geryon Knight as the Boss.

After defeating the Elder Geryon Knight, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face the Cavaliere Angelo as the next Boss.

After defeating the Cavaliere Angelo, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Urizen as the next Boss.

After defeating Urizen, draw an additional level 5 Bloody Palace card. After defeating the level 5 Bloody Palace card, face Vergil as the next Boss to complete the game.





# ICON REFERENCE



Red Combo Link



Green Combo Link



Blue Combo Link



Starting Link



Wild Link



Blank Link

## PLAYER DECK ICONS



Stun Icon



Knock Back Icon



Follow Up Icon



Discard Icon (Step)



Discard Icon (Dodge)



Hunter Speed



Hunter Vitality



Purchase Cost

## HUNTER ICONS



Dante

Nero

V

Trish

Lady

## BASIC ATTACK ICONS



## ENEMY ICONS



Boss



Enemy Vitality



Green orbs  
Dropped on death



Red orbs  
Dropped on death

## TOKENS AND MARKERS



Vortex token

